

FIG.2

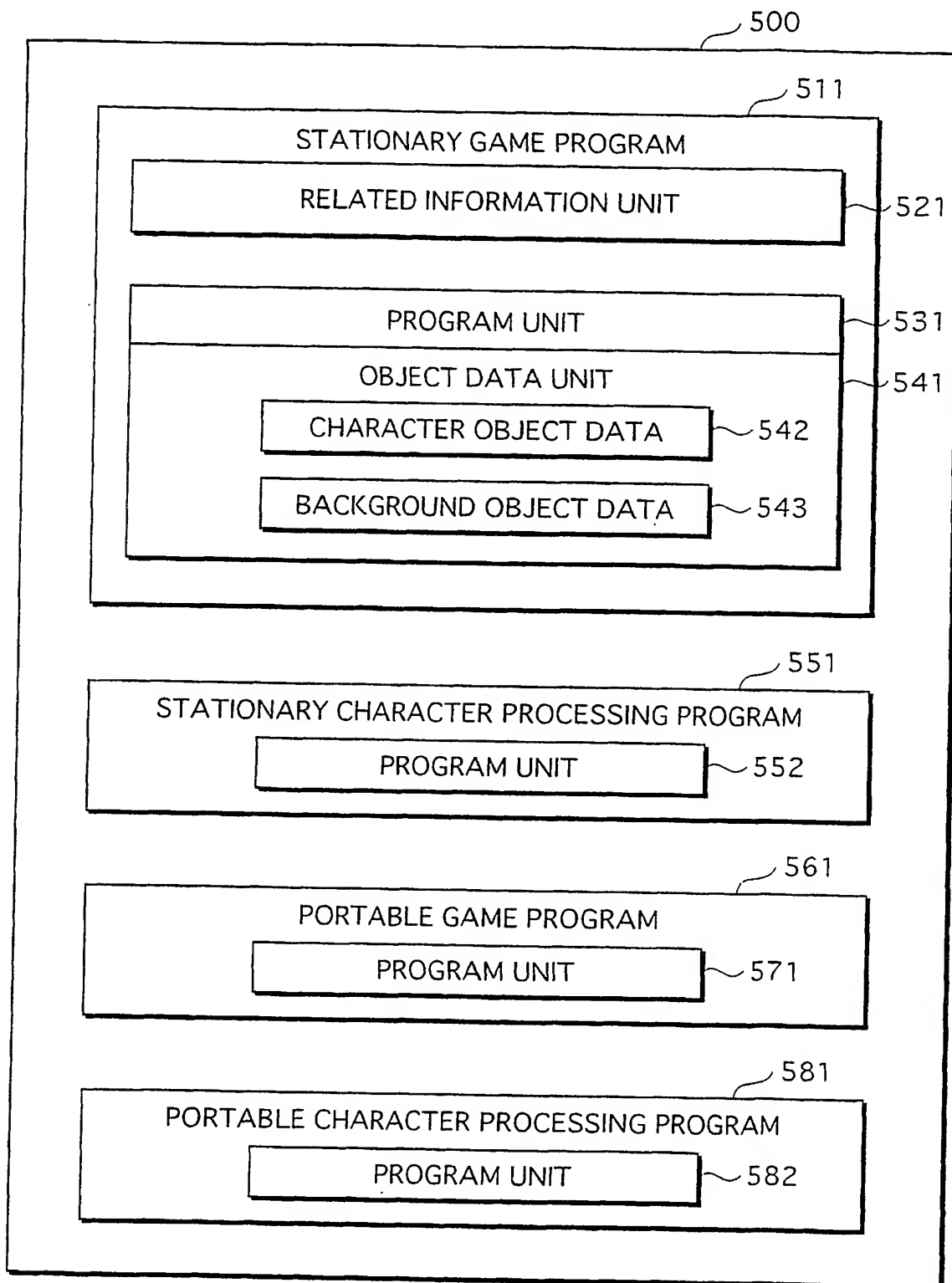


FIG.3

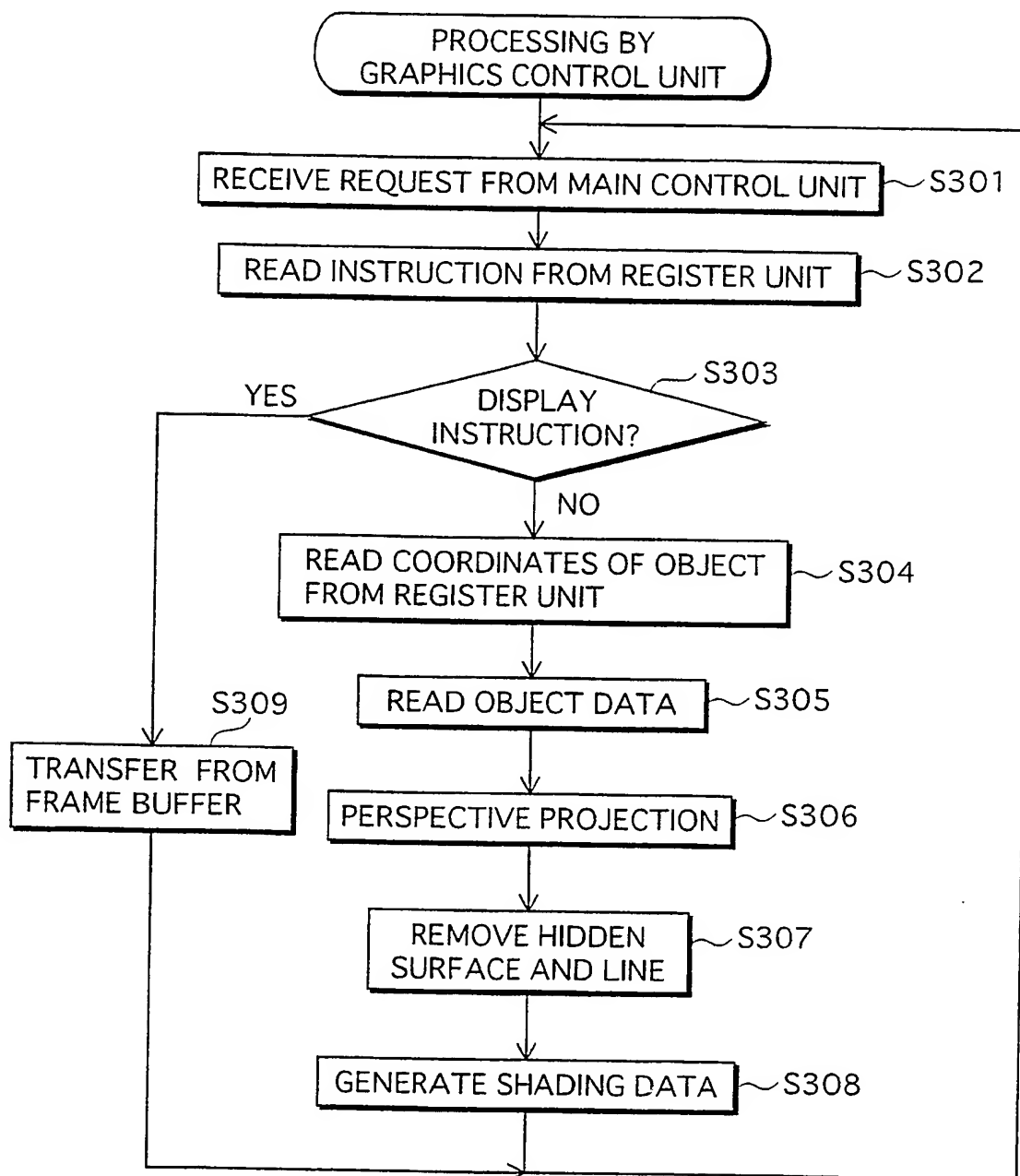
STATIONARY IMAGE GENERATION PROGRAM

FIG.4

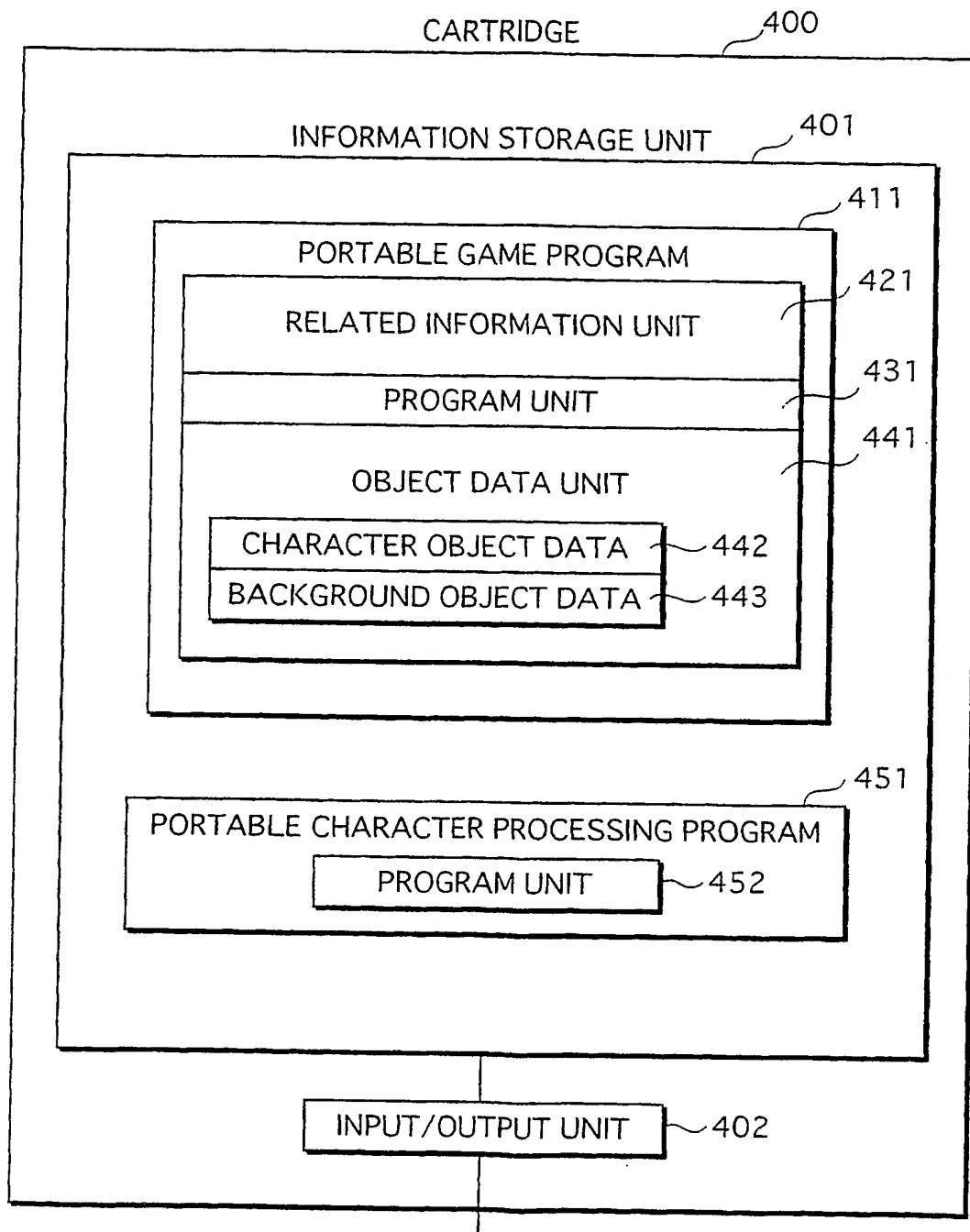


FIG.5

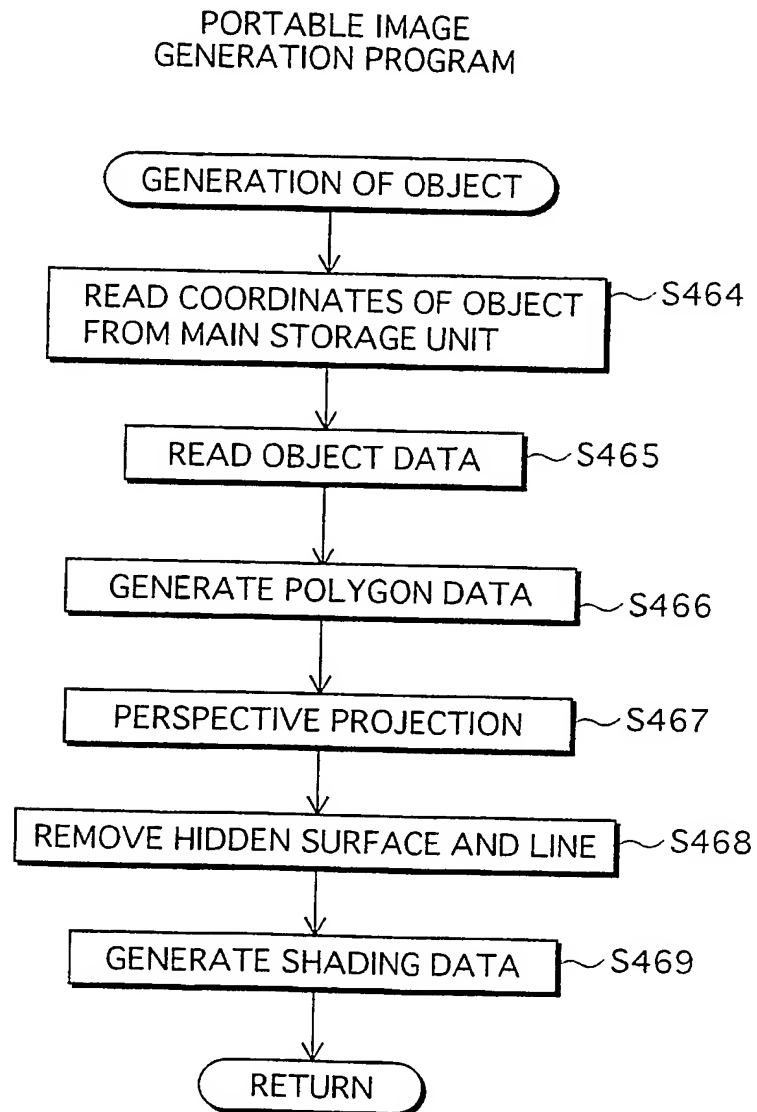


FIG. 6

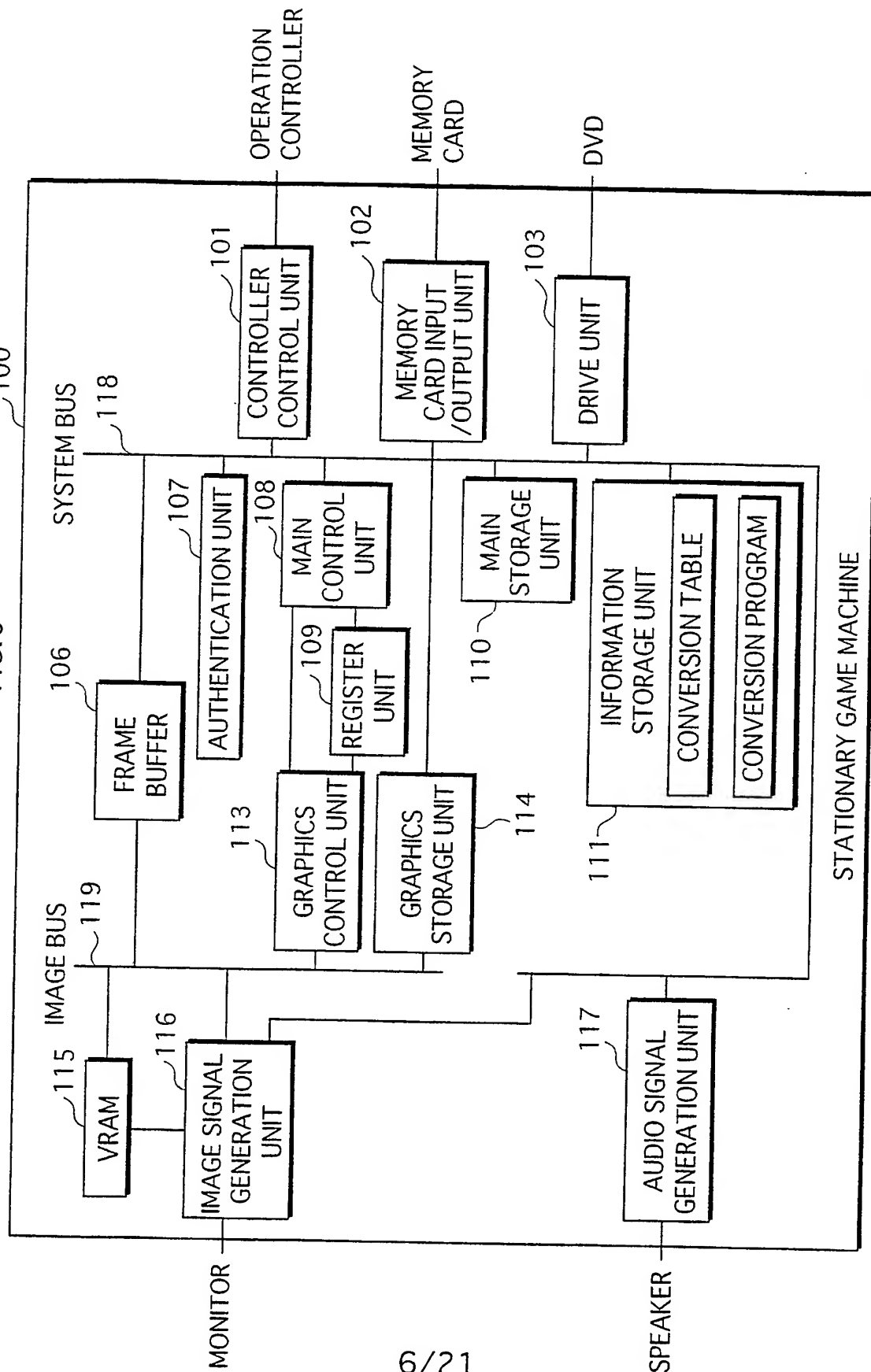


FIG.7

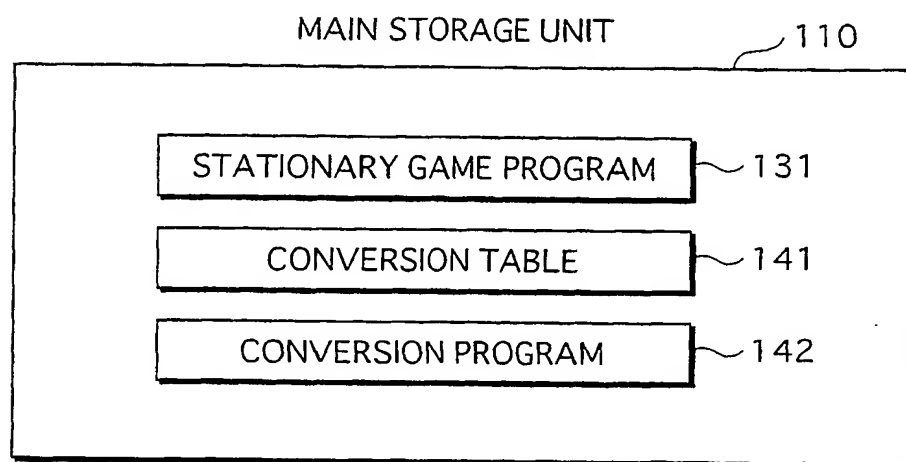


FIG.8

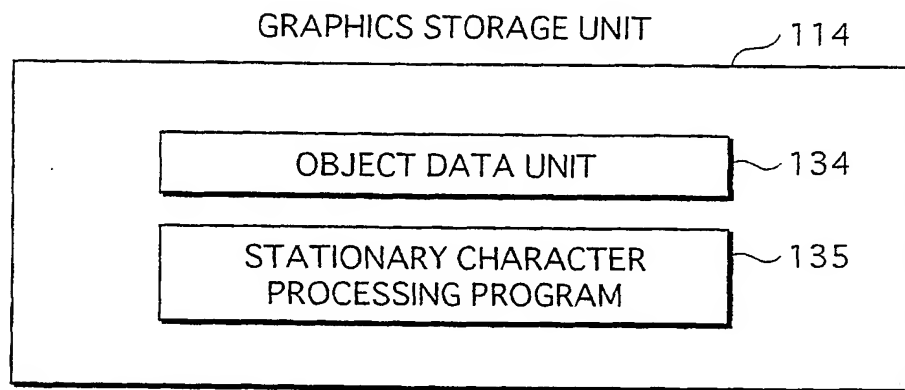


FIG.9

CONVERSION TABLE					
PIXEL SIZE	ROUGHNESS 1		ROUGHNESS 2		
	RL	Nmax	RL	Nmax	
.
.
.

FIG.10A

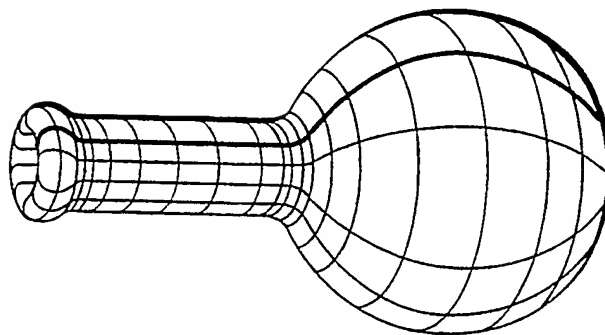


FIG.10B



FIG.10C

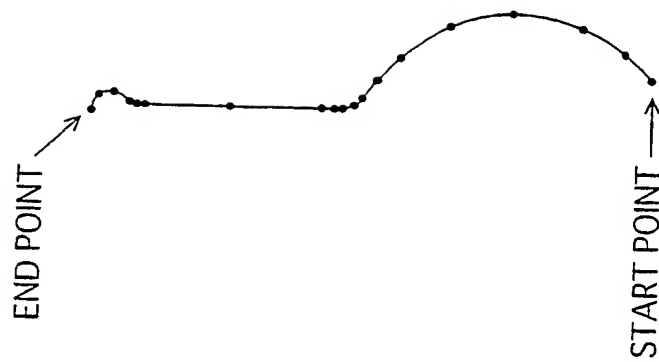


FIG. 11

CONVERSION OF OBJECT DATA

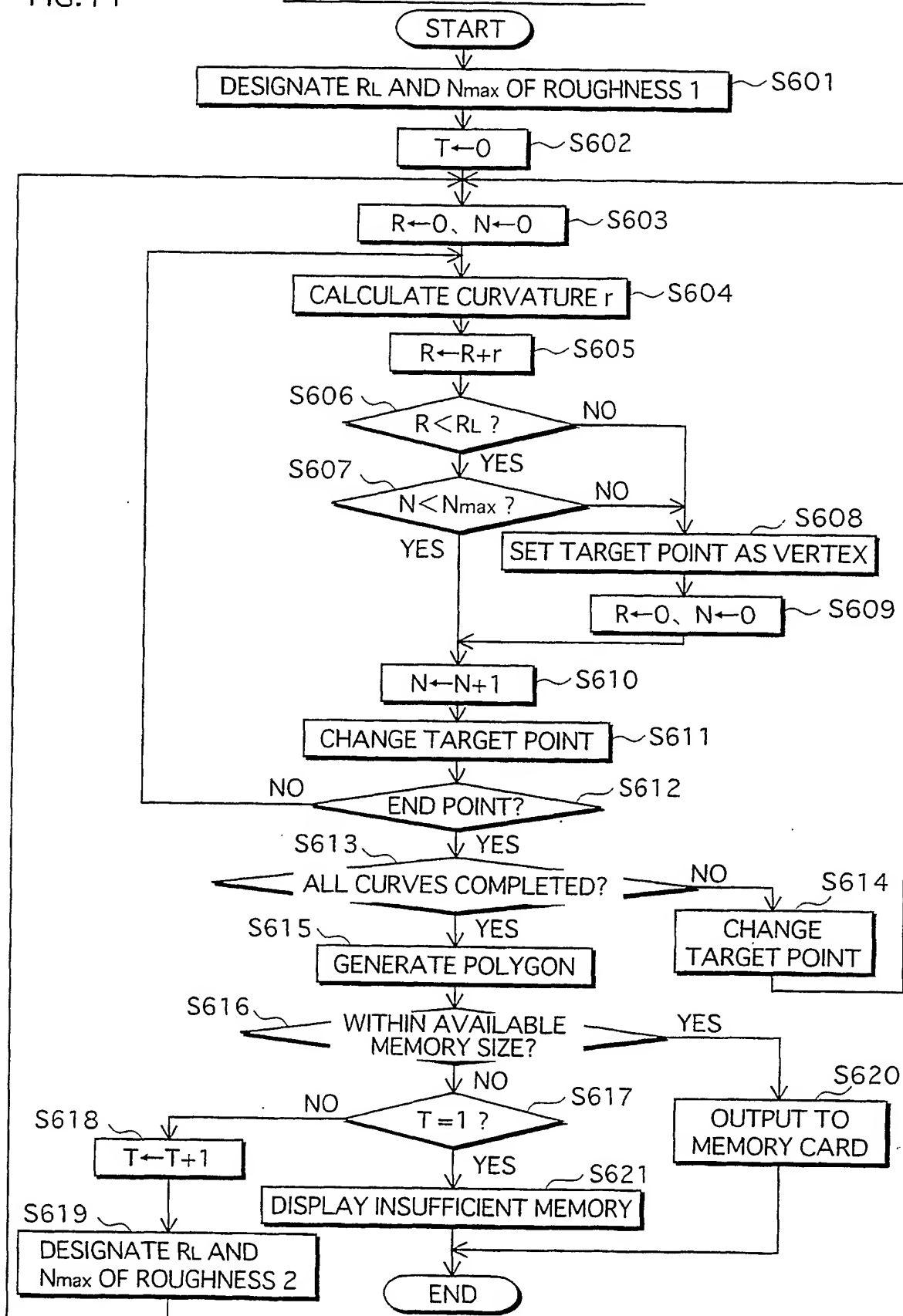


FIG.12

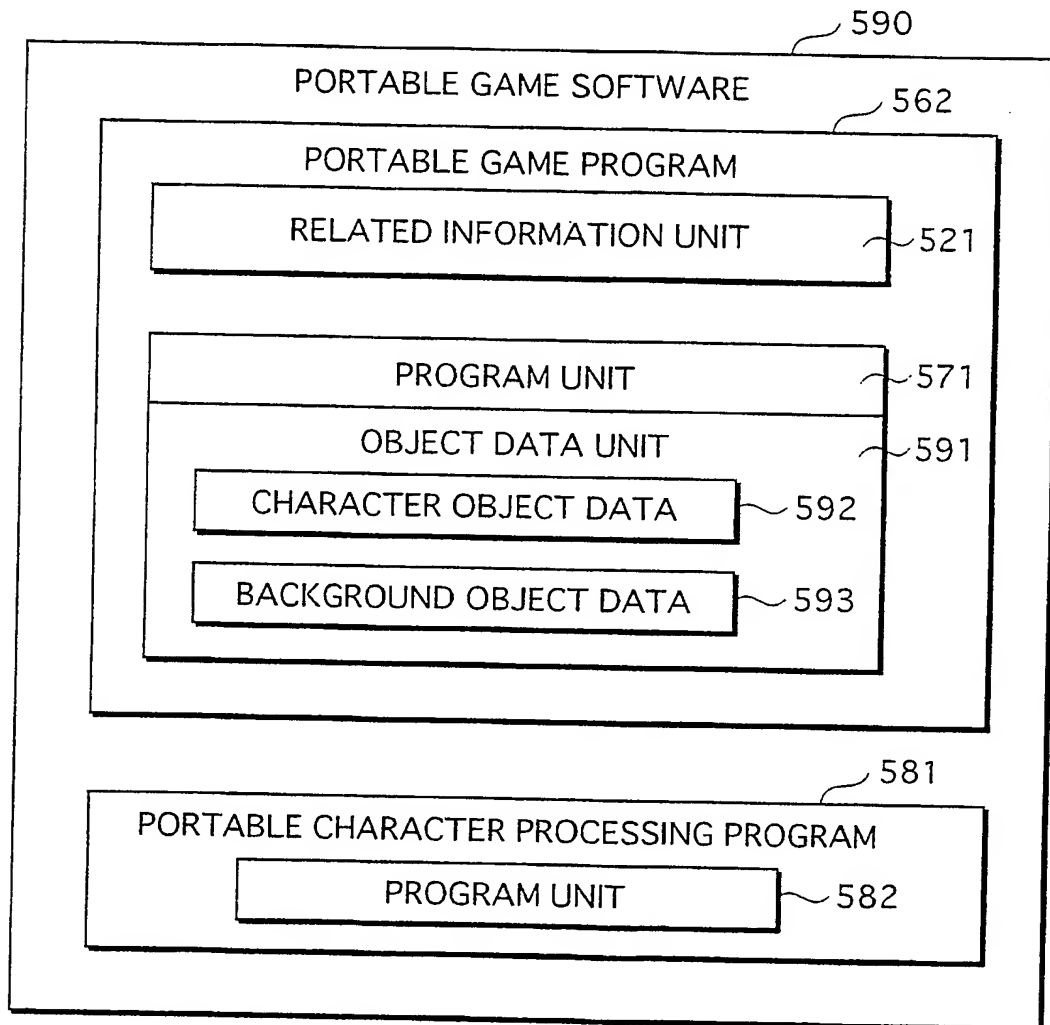


FIG.13

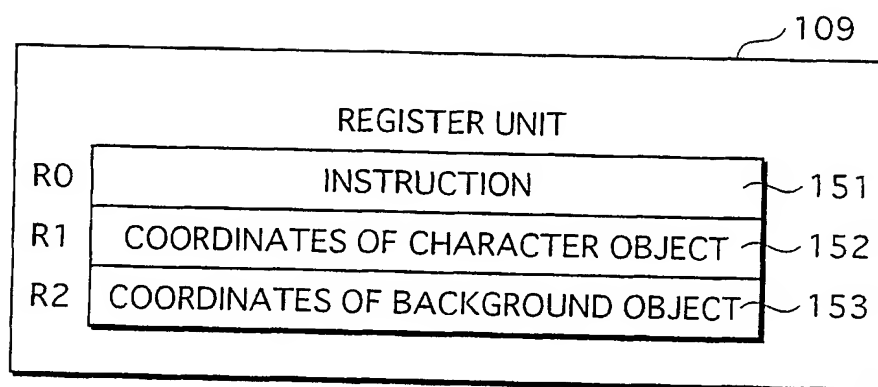


FIG.14

INSTRUCTION TYPE	
CHARACTER OBJECT GENERATION INSTRUCTION	156
BACKGROUND OBJECT GENERATION INSTRUCTION	157
DISPLAY INSTRUCTION	159

FIG.15

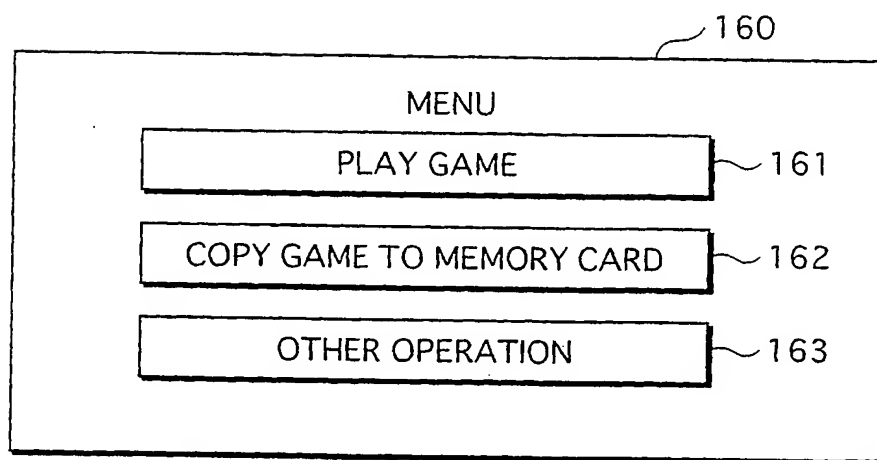


FIG.16

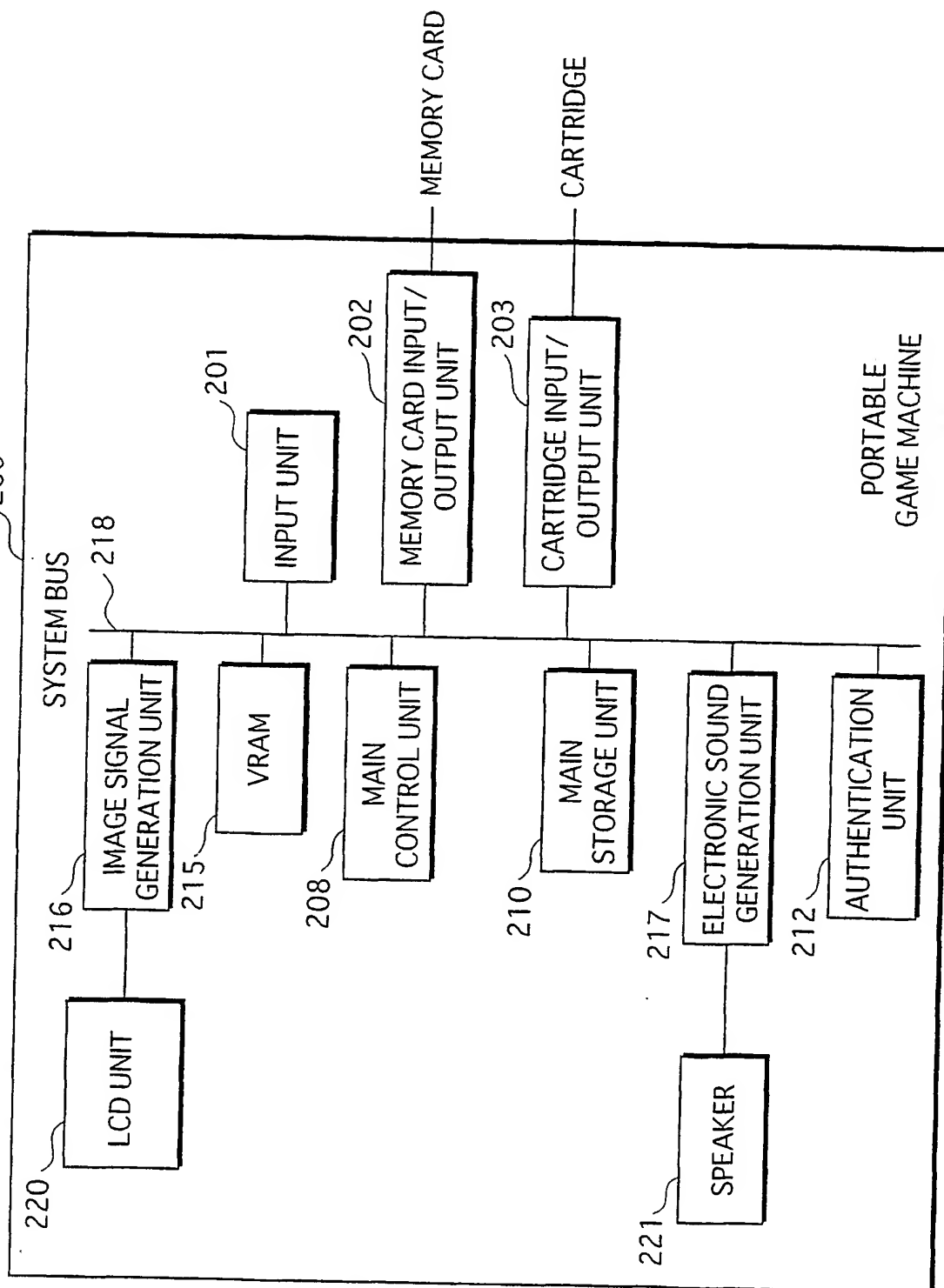


FIG.17

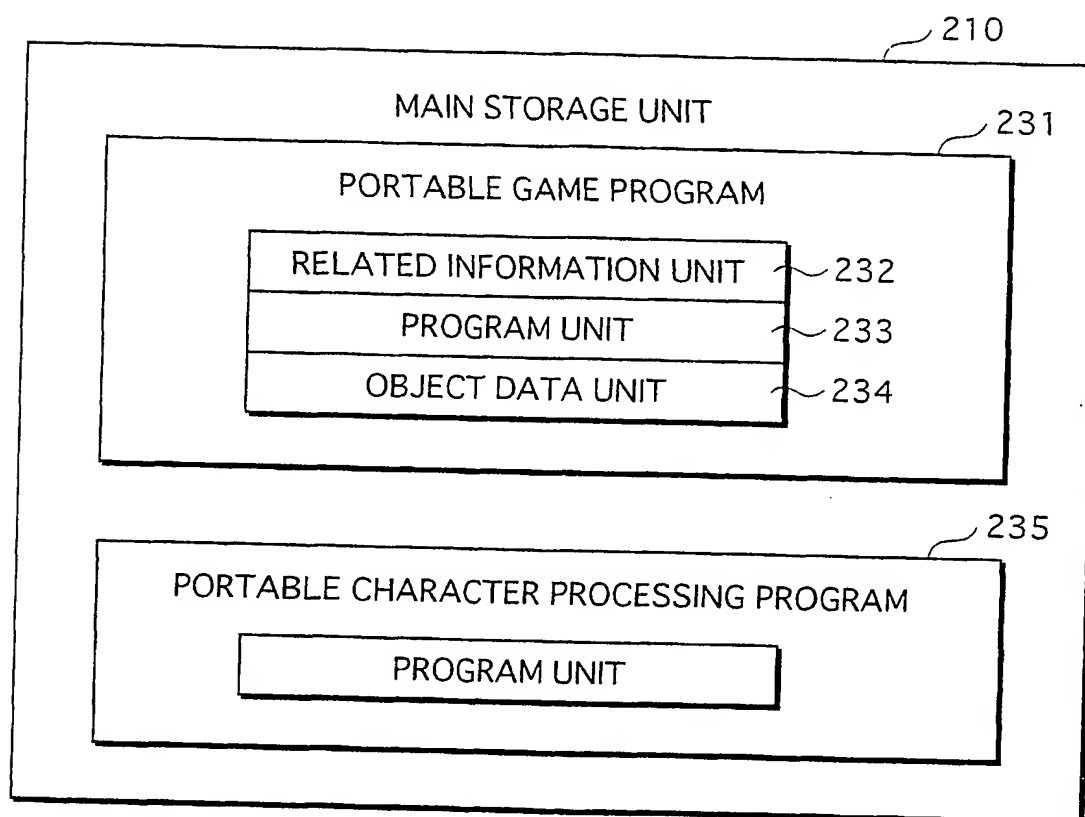


FIG.18

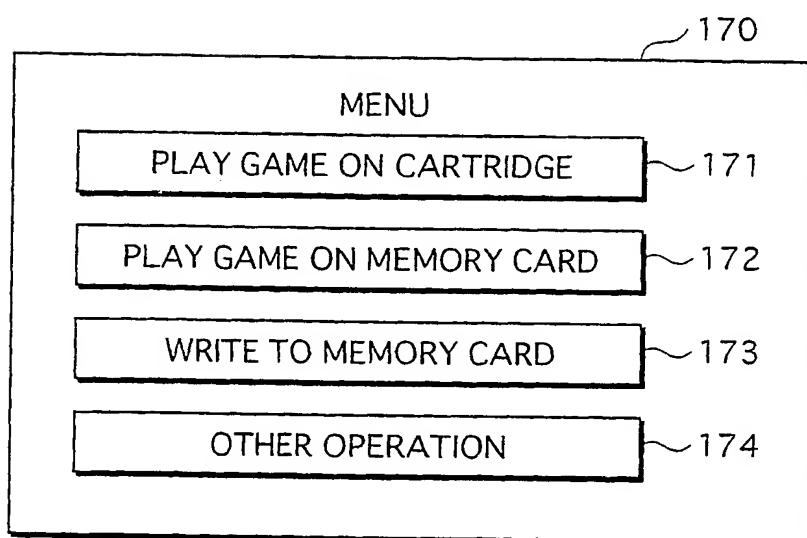
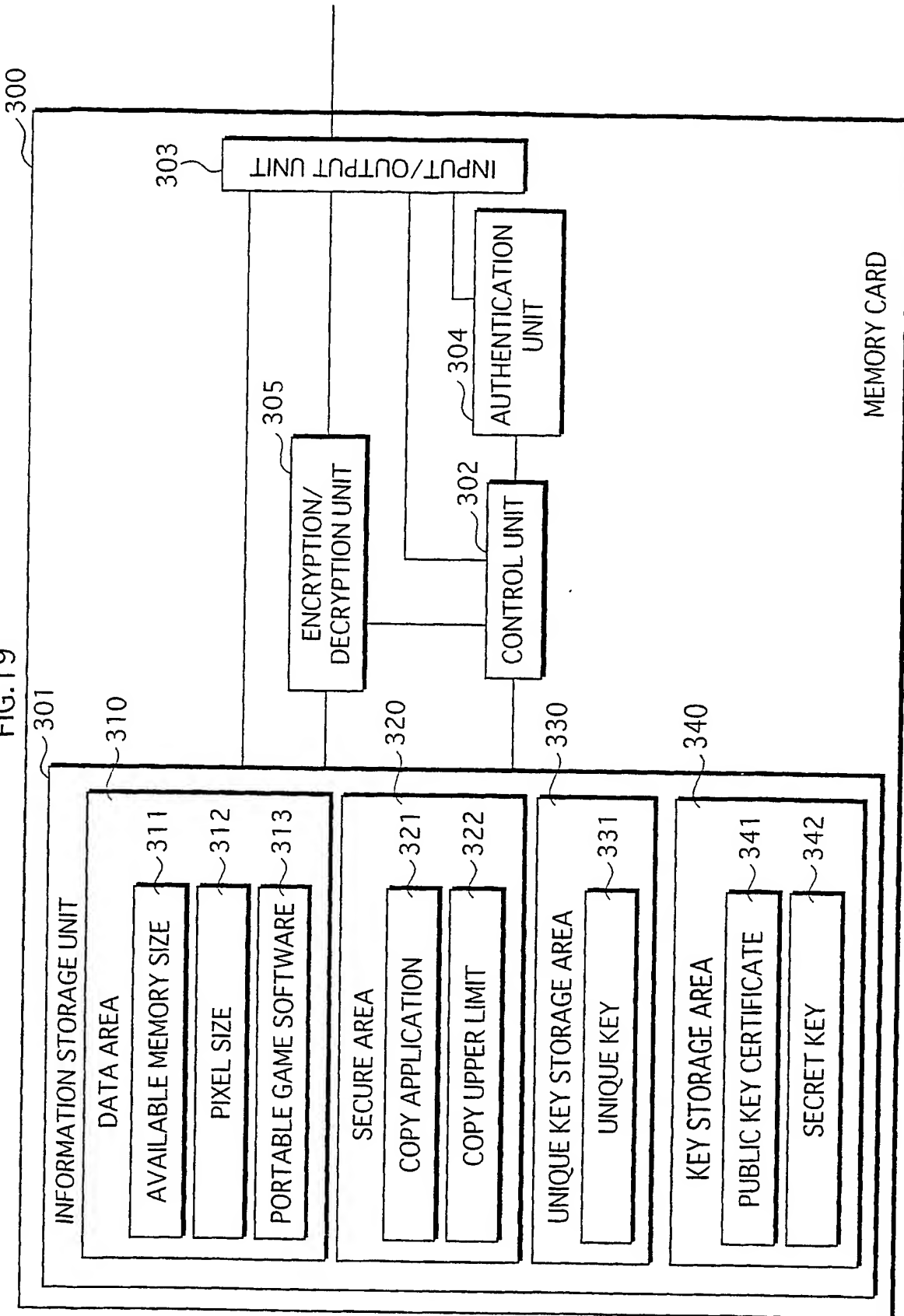


FIG.19



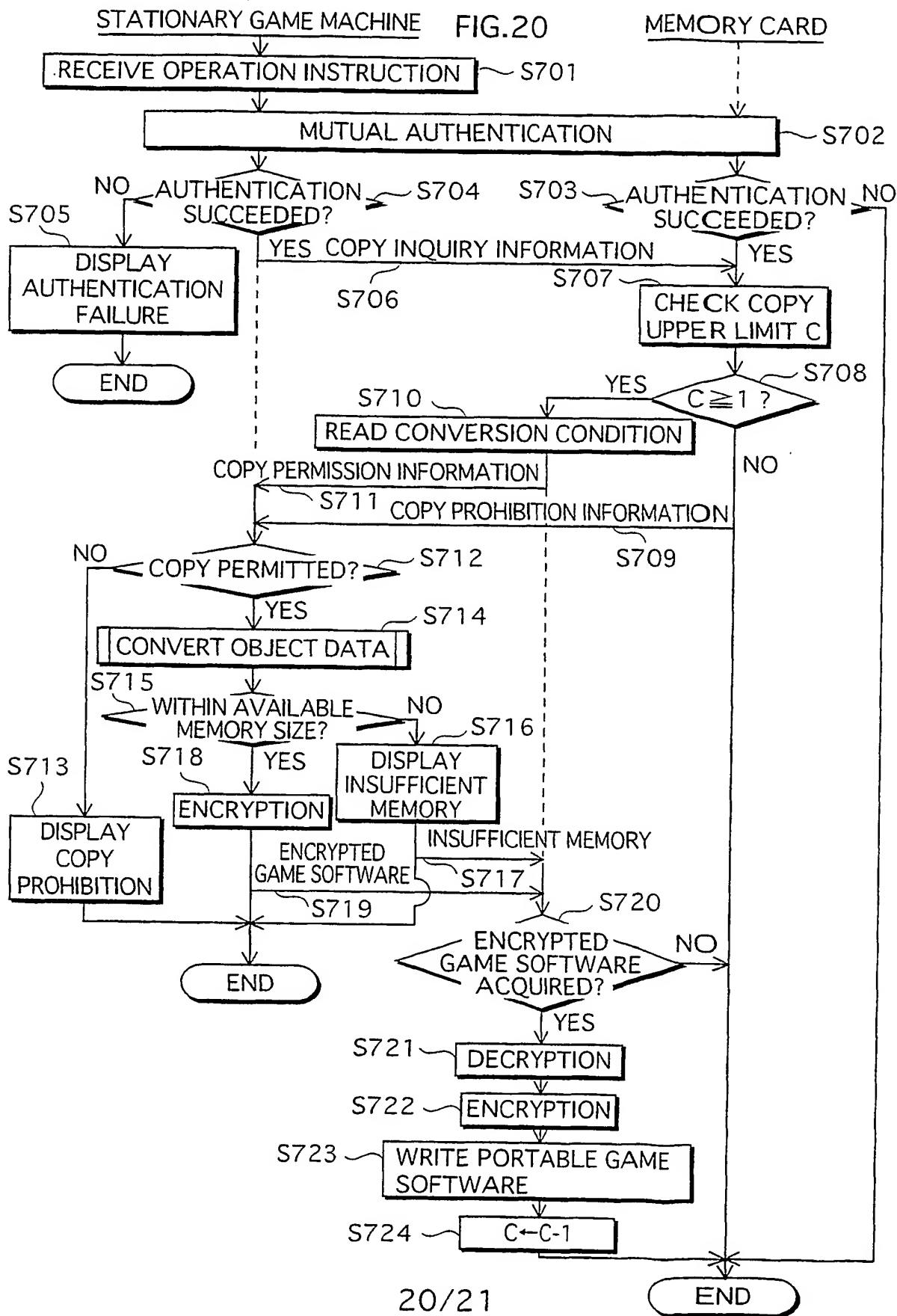


FIG.21

